

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A computer-implemented method for selecting and manipulating multiple objects in a document, comprising:

receiving information for the selection of two or more objects in a document from a computer input device;

~~displaying highlight objects that correspond to the two or more selected objects, wherein the highlight objects provide visual feedback to indicate the selection of each of the two or more objects after the selection information is received;~~
and

displaying on a computer display a multiple selection highlight object that ~~corresponds to~~bounds the ~~displayed highlight~~selected objects without grouping the selected objects, wherein the multiple selection highlight object ~~at least partially bounds the highlight objects to provide~~visual feedback of the multiple selection of the two or more objects ~~after the selection information is received and includes features of~~handles for object manipulation; and;

~~wherein the highlight objects are automatically configured~~configuring the selected objects to be manipulated according to the manipulation of the multiple selection highlight object using the ~~features of object manipulation~~handles until at least one of the two or more objects are deselected, ~~at which point each of the two or more objects can be individually manipulated.~~

2. (Original) The method of claim 1, wherein receiving information for the selection of two or more objects comprises receiving information based on one of a continuous selection of all of the two or more objects or an individual selection of each of the two or more objects.

3. (Currently Amended) The method of claim 1, ~~wherein creating highlight objects that correspond to the two or more objects comprises~~further comprising creating outlines that ~~each at least partially bound one of the two or more~~selected objects and ~~add emphasis to the appearance of the two or more objects.~~

4. (Currently Amended) The method of claim 1, ~~wherein creating a multiple selection highlight object that corresponds to the highlight objects comprises creating an outline that at least partially bounds the highlight objects, wherein the outline~~ the handles comprises at least one ofinclude:

- a rotation handle that can be manipulated to cause the rotation of the multiple selection highlight object and the ~~highlight~~selected objects;
- a selection handle that can be manipulated to cause the resizing of the multiple selection highlight object and the ~~highlight~~selected objects; and
- an axis pin that can be positioned to provide an axial reference point for the manipulation of the two or more objects.

5. (Currently Amended) The method of claim 1, further comprising:
detecting a rotative manipulation of the multiple selection highlight object; and
displaying the ~~highlight objects~~selected objects and the multiple selection highlight object in a rotated orientation corresponding to the rotative manipulation of the multiple selection highlight object.

6. (Currently Amended) The method of claim 4, further comprising:
displaying the multiple selection highlight object with the axis pin visible in response to a positioning of the user interface in a vicinity of the rotation handle;
detecting a positioning of the axis pin;
detecting an engagement and manipulation of the rotation handle by the user interface;

periodically displaying the ~~highlight-objects~~selected objects and the multiple selection highlight object in a temporary rotated orientation relative to the positioning of the axis pin and the manipulation of the rotation handle until the rotation handle is disengaged by the user interface; and

displaying the ~~highlight-objects~~selected objects and the multiple selection highlight object in a permanently rotated orientation relative to the positioning of the axis pin and corresponding to the manipulation of the rotation handle before it is disengaged by the user interface.

7. (Currently Amended) The method of claim 4, further comprising:
detecting an input of a flip command for the two or more objects; and
displaying the ~~highlight-objects~~selected objects and the multiple selection highlight object in a position that is flipped relative to a position of the axis pin in accordance with the flip command.

8. (Currently Amended) The method of claim 4, further comprising:
displaying the multiple selection highlight object with the axis pin visible in response to a positioning of the user interface in a vicinity of the rotation handle;
detecting a positioning of the axis pin;
detecting an input of a flip command for the two or more objects; and
displaying the ~~highlight-objects~~selected objects and the multiple selection highlight object in a position that is flipped relative to the positioning of the axis pin in accordance with the flip command.

9. (Currently Amended) The method of claim 4, further comprising:
detecting a manipulation of the selection handle; and
displaying the ~~highlight-objects~~selected objects and the multiple selection highlight object with one or more of their dimensions modified relative to the manipulation of the selection handle.

10. (Currently Amended) The method of claim 4, further comprising:
detecting an engagement and manipulation of the selection handle by a user interface;
periodically displaying the ~~highlight-objects~~selected objects and the multiple selection highlight object with one or more of their dimensions temporarily modified relative to the manipulation of the selection handle until the selection handle is disengaged by the user interface; and
displaying the ~~highlight-objects~~selected objects and the multiple selection highlight object with one or more of their dimensions permanently modified corresponding to the manipulation of the selection handle before it is disengaged by the user interface.

11. (Original) The method of claim 1, further comprising:
detecting the deselection of at least one of the two or more objects; and
displaying the two or more objects with an appearance that corresponds to previous manipulations of the multiple selection highlight object.

12. (Currently Amended) A computer system for selecting and manipulating multiple objects, comprising:
a processing unit;
a memory in communication with the processing unit;
a user interface in communication with the processing unit;
a display device in communication with the processing unit; and
a computer program stored in the memory that provides instructions to the processing unit, wherein the processing unit is responsive to the instructions, operable for:
receiving information from the user interface to select two or more objects displayed on the display device;

~~creating highlight objects that correspond to the two or more objects after the selection information is received, wherein the highlight objects provide visual feedback to indicate the selection of each of the two or more objects;~~

creating a multiple selection highlight object that ~~corresponds to~~bounds the ~~created highlight objects~~selected objects without grouping the selected objects, wherein the multiple selection highlight object at least partially ~~bounds the highlight objects~~provides to provide visual feedback of the multiple selection of the two or more objects after the selection information is received and includes ~~features of~~handles for object manipulation; and

rendering the ~~highlight objects~~selected objects and the multiple selection highlight object to the display device to provide visual feedback of the multiple selection of the two or more objects; ~~and, wherein the highlight objects are~~

~~automatically configured~~configuring the selected objects to be manipulated according to the manipulation of the multiple selection highlight object using the features of objection manipulation until at least one of the two or more objects are deselected, ~~at which point each of the two or more objects can be individually manipulated.~~

13. (Currently Amended) The computer system of claim 12, wherein the processing unit, responsive to the instructions, is operable for creating a multiple selection highlight object by creating an outline that at least partially bounds the highlight ~~objects~~selected objects and comprises at least one of:

- a rotation handle that can be manipulated to cause the rotation of the multiple selection highlight object and the ~~highlight objects~~selected objects;
- a selection handle that can be manipulated to cause the resizing of the multiple selection highlight object and the ~~highlight objects~~selected objects; and

an axis pin that can be positioned to provide an axial reference point for the manipulation of the two or more objects.

14. (Currently Amended) The computer system of claim 13, wherein the processing unit, responsive to the instructions, is further operable for:

rendering the multiple selection highlight object with the axis pin to the display device in response to a positioning of the user interface in a vicinity of the rotation handle;

detecting a positioning of the axis pin by the user interface;

detecting an engagement and manipulation of the rotation handle by the user interface; and

rendering the ~~highlight objects~~selected objects and the multiple selection highlight object to the display device in a rotated orientation relative to the positioning of the axis pin and corresponding to the manipulation of the rotation handle.

15. (Currently Amended) The computer system of claim 13, wherein the processing unit, responsive to the instructions, is further operable for:

rendering the multiple selection highlight object with the axis pin to the display device in response to a positioning of the user interface in a vicinity of the rotation handle;

detecting a positioning of the axis pin by the user interface;

detecting the input of a flip command for the two or more objects via the user interface; and

rendering the ~~highlight objects~~selected objects and the multiple selection highlight object to the display device in a position that is flipped relative to the positioning of the axis pin in accordance with the flip command.

16. (Currently Amended) The computer system of claim 13, wherein the processing unit, responsive to the instructions, is further operable for:

detecting an engagement and manipulation of the selection handle by the user interface; and

rendering the ~~highlight objects~~selected objects and the multiple selection highlight object to the display device with one or more of their dimensions modified corresponding to the manipulation of the selection handle before it is disengaged by the user interface.

17. (Original) The computer system of claim 13, wherein the processing unit, responsive to the instructions, is further operable for:

detecting the deselection of at least one of the two or more objects by the user interface; and

rendering the two or more objects to the display device with an appearance that corresponds to previous manipulations of the multiple selection highlight object.

18. (Currently Amended) A computer-readable medium having computer-executable instructions for selecting and manipulating multiple objects, comprising:

logic for receiving information for the selection of both a first object and a second object displayed in a graphical user interface;

~~logic for creating a first highlight object that provides visual feedback to indicate the selection of the first object;~~

~~logic for receiving information for the selection of a second object displayed in the graphical user interface;~~

~~logic for creating a second highlight object that provides visual feedback to indicate the selection of the second object;~~

logic for creating a multiple selection highlight object that at least partially bounds the first ~~highlight object~~ and the second ~~highlight object~~ without grouping the

selected objects to provide visual feedback of the multiple selection of the first object and the second object ~~after the first and second highlight objects are created~~, the multiple selection highlight object including features efhandles for object manipulation;

logic for aligning the multiple selection object to an orientation of the first highlight object; and

logic for displaying the first ~~highlight object~~, the second ~~highlight object~~, and the multiple selection highlight object in the graphical user interface to provide visual feedback of the multiple selection and manipulation of the first object and the second object using the ~~features of object manipulation~~ handles of the multiple selection highlight object.

19. (Currently Amended) The computer-readable medium of claim 18, further comprising:

logic for detecting a manipulation of the multiple selection highlight object relative to a single dimension;

logic for proportionately resizing two or more dimensions of the first ~~highlight object~~ first object in correspondence with the manipulation of the multiple selection highlight object when the ~~first highlight object~~ first object is not aligned with the orientation of the multiple selection highlight object, thereby reducing distortion of the shape of the object when it is resized; and

logic for rendering the ~~first highlight object~~ first object, the second highlight object, and the multiple selection highlight object to the graphical user interface with one or more of their dimensions modified in correspondence with the manipulation of the multiple selection highlight object.

20. (Currently Amended) A computer-implemented method for selecting and manipulating multiple objects, comprising:

automatically associating two or more objects to a common reference object in response to a selection of the two or more objects without grouping the selected objects, the common reference object bounds the two or more objects and includes handles for object manipulation;

causing a manipulation of the two or more objects in response to making the manipulation to the common reference object; and

automatically disassociating the two or more objects from the common reference object in response to a deselection of at least one of the two or more objects.

21. (Original) The computer-implemented method of claim 20, wherein automatically associating two or more objects to a common reference object comprises aligning the common reference object to the orientation of at least one of the two or more objects.

22. (Original) The computer-implemented method of claim 20, wherein causing a manipulation of the two or more objects comprises causing at least one of rotating, flipping, or resizing the two or more objects in response to making the manipulation to the common reference object.

23. (Original) The computer-implemented method of claim 20, further comprising establishing a common reference point with respect to the common reference object, wherein the common reference point is repositionable, and the two or more objects are manipulable with respect to the common reference point.

24. (Original) The method of claim 20, wherein causing a manipulation of the two or more objects comprises proportionately modifying two or more dimensions of each

of the two or more objects that is not in alignment with the common reference object in response to a modification of one dimension of the common reference object.